THE SEED

A Newsletter From Your...
DENVER APPLE PI
Macintosh User Group

Denver Apple Pi Meeting (DAPI) with Individual Help Available are held from 8-9 pm at Applewood Community Church

12930 W. 32nd Avenue, Golden 80401

On occasion, Applewood Community Church may have shelter/meal obligations. You will be notified by email if DAPi meetings are to be canceled.

Denver Apple Pi	2024 Meeting Schedule	
February 20		
March 19		
April 16		
May 21		
June 18		
***July ***	**Sunday picnic**	
August 20		
September 17		
October 15		
November 19		
December 17	**Party**	

At the February 20th Meeting of the Denver Apple Pi
DAPi President Larry Fagan will lead a Potpourri Discussion of Apple topics during the first hour of the meeting, followed by time for a group discussion among members and requests for technical assistance.

Our beloved DAPi Secretary Elissa McAlear passed away on Saturday, January 27, 2024 after a short illness. Elissa was a member of Denver Apple Pi since 1987 and faithfully served as a Board member for most of her membership, becoming a friend of all in the club. She will be profoundly missed. A Celebration of Life is tentatively planned in May at the Arvada Nature Center. The date and other details will be reported in this newsletter as they become available.

The Next Wave of Computing
Yes, this is the "Vision Pro edition" of the Apple Pi Newsletter ;)
(Back to normal programming next month.)

Spatial computing involves human–computer interaction techniques that are perceived by users as taking place in the real world, around their natural bodies and physical environments, instead of constrained to computer screens. A key difference between spatial computing and the web we are currently accustomed to is that it can consist of only small number of people using local computer systems without regard to the greater network of other users. The adoption of virtual reality and extended reality products is exploding. For example, as of 2023, around 171 million people were using Virtual Reality headsets worldwide.

Meta Quest, a forerunner in this field, is an extended reality headset product line created by Meta Platforms, formerly known as Facebook. The first "Meta Quest" headset launched in 2019, followed by the more powerful Meta Quest 2 in 2020. The Meta Quest system consists of various hardware options such as headsets and accompanying 1000s of apps and experiences created by the Meta Reality Labs team. Ever since Facebook transformed into "Meta," the Meta Quest ecosystem has evolved at an incredible rate.

Apple, with it's customary insistence on exacting standards, long delayed jumping into the virtual reality arena with product offerings. Finally, with much fanfare, on February 5, the Apple Vision Pro Headset was launched and is available for a free private demonstration at your Apple Store (booked by going to the following Apple website:

https://www.apple.com/retail/instore-shopping-session/session-selection/?topic=visionpro

Test Drive the Future. Schedule an Apple Vision Pro store demo.

CultOfMac, by Leander Kahney, Feb. 3, 2024

First a quote by CultOfMac journalist Leander Kahney:
"It's the most impressive tech product I've ever seen. It makes the iPhone seem like a primitive stone tablet. It's amazingly intuitive, works literally like magic, and is incredibly emotional. It's unlike anything I've ever experienced."

This is the future of computing. Virtual reality technology is developing rapidly and your next computer will use subsequent, lower priced versions of this technology.
It's possible to get a first experience of virtual reality computing by making an online appointment at an Apple Store for a quick, painless and guilt-free way to experience Apple's top notch, first generation (hence the $3499 price tag) Vision Pro Headset.
An Apple employee will walk you through the process but won't pressure you to buy a Vision Pro.

The Vision Pro demo takes about a half-hour. It's guided by an Apple Store employee, who uses an iPad mini to see what you see inside the headset.

First the staffer scans your eyeglasses (if you wear them) in a special machine that measures the lenses. The machine selects the appropriate corrective lenses to allow you to see properly inside the headset.

The Vision Pro is brought to you, presented on a wooden tray and a quick tutorial is given on how to use the headset's eye-tracking system, which follows where you are looking and activates when you pinch your fingers together. Start by looking at a circle

of six dots and pinching your finger as you focus on each dot. No need to lift your arms-you can leave your hands in you lap and the Vision Pro's cameras would still detect the movement.

You then learn a few basics such using the Digital Crown to bring up the Home screen, which is populated with apps. You can open the Photos app, resized the window, and scrolled through some pictures.

There is a 10-second learning curve to use the unfamiliar system, but it's incredibly easy to pick up and intuitive to use. Use the visionOS user interface just by looking at things! The 3D spatial photos are quite impressive and the 3D spatial videos will shock you. There is a short video of some kids blowing out birthday candles that will make you believe you are at the party.

You can then look at some panoramic landscapes which were shot on iPhone and expanded fullscreen that are incredibly immersive and detailed. You will feel you are to reliving past experiences or viewing a panoramas scene.

You can also watched some 3D videos on a giant screen with impressive stereo speakers built into the headset The demo lasts between 20 or 30 minutes.

Author Leander Kahney ended his experience by saying:

"During the Vision Pro demo, I felt a range of emotions: wonder, laughter, nostalgia and fear. You don't have to buy an Apple Vision Pro, but you must go to an Apple Store and try one on. You'll be scared, tearful, surprised and overjoyed. You won't regret it."

First Comments about the Newly Released Vision Pro

MacWorld, by Jason Cross, Senior Editor, Macworld FEB 6, 2024
9To5Mac, 2/5/2024, Ben Lovejoy
Vision Pro's killer feature? It's a wearable Mac
By Jonny Evans, Computerworld | FEB 1, 2024
What is Meta Quest? The Complete Guide, Dec. 18, 2023

What's great about Vision Pro according to MacWorld's journalist Jason Cross?

"The core experience of Vision Pro just blows all previous devices out of the water – like the mix of eye-tracking and hand gestures. Apple's implementation is simply, well, untouchable." Other brand headsets offer that too, as an alternative to the physical controllers.

Nothing does hand-tracking this well in a consumer device. The eye tracking is magic.

Virtual windows seem every bit as real as physical objects.

Passthrough video is good, (but can and will improve).

Computing resources (such as virtual objects and floating windows) hang in the air or on a wall as well anchored and clear as any real object would be.

The Mac virtual monitor has too much latency for gaming, but is fine for other tasks.

The Vision Pro has quite a lengthy list of issues and missing features.

The weight of the headset, and front-heavy center of gravity. The use of metal and plastic create a great premium feel, but it's just too heavy.

The app grid makes app management difficult. It is a honeycomb grid of non-moveable round icons in alphabetical order.

The App Store is too basic, it needs proper categories and lists.

The majority of Vision Pro apps are just the iPad app without optimization, instead of the preferred Mac versions when it comes to productivity apps. Notable, the Find My App is lacking.

Vision Pro lacks Mac-like window-management tools, so multitasking is slower and clunkier than on a Mac.

The headset must be removed to eat or take a sip of a drink.

But, according to Johnny Evans of *Computerworld*, Microsoft seems to be embracing Apple's vision for visionOS in confirming that several of its apps, including Word, Excel, PowerPoint, and Teams came to the platform on launch. And versions of OneNote and Outlook are on the way. So, as predicted in earlier editions of this newsletter, prominent apps are coming to market that support use of the Vision Pro.

Apple's Vision Pro Privacy Policy Released in new Overview
9to5 Mac, Chance Miller, Feb 13 2024

Two weeks after the April 5th release of the Apple Vision Pro, the company shared it's overview on how Vision Pro and visionOS protect consumer privacy.

Spatial computing presents unique challenges to safeguarding consumer privacy during it's use. Apple maintains that their use of integrated hardware and software on Vision Pro features, (from using it with your eyes and hands to showing digital content within your physical space), also have privacy built in. The company cites four guiding privacy principles: 1) data minimization, 2) on-device processing, 3) transparency and control, and 4) security.

The newly released paper, entitled "Apple Vision Pro Privacy Overview", cites how Optic ID works, how the cameras operate in the user's surroundings, how Persona and how EyeSight, among other methods, work to ensure the user's privacy within immediate surroundings both during use and from data collection by apps. The paper explains that visionOS processes data only within the Vision Pro headset when possible, as opposed to sharing it with Apple or other developers.

To read Apple's new policy paper entitled Apple Visio Pro Pro Privacy Overview in full go to:

https://www.apple.com/privacy/docs/Apple_Vision_Pro_Privacy_Overview.pdf

Diagnose iPhone and Mac problems without going to an Apple Store

Macworld.com, By Michael Simon, December 14,2023

It's usually difficult to determine if an issue your Apple device is having is something that needs repairing or if software simply needs to be reinstall. Apple device owners typically consult the Apple Store for a Genius to diagnose the problem.

As part of Apple's Self Service Repair program there are "troubleshooting suites" now available to consumers for iPhone and Mac. Apple explains that this tool is "*intended for users with the knowledge and expertise to repair Apple devices," and "will give customers the same ability as Apple Authorized Service Providers and Independent Repair Providers to test devices for optimal part functionality and performance, as well as identify which parts may need repair.*"

Along with the new tool (which requires iOS 17 or macOS Sonoma 14.1 and later), all iPhone 15 models and M2 Macs are able to be self-repaired. The tools were made available in the U.S. in late 2023 and will expand to Europe in this year.

To access this tool, put your iPhone or Mac into diagnostics mode and then enter its serial number to check which Diagnostic suites are available for your device.

Apple Prevails in Apple Watch antitrust lawsuit with AliveCor

9to5Mac.com **by *Chance Miller*, 2/6/24 and 2/13/24**

US District Judge Jeffrey White ruled in favor of Apple in the AliveCor anti-trust case on April 6, 2024. He stated that Apple changes to watchOS were not anticompetitive and that the case should not go to a jury trial.

Notably, the court also rejected AliveCor's claim that Apple violated California's Unfair Competition Law. In May, 2021 AliveCor filed an antitrust lawsuit arguing that Apple made changes to the Apple Watch's heart rate algorithm that were anticompetitive.

The case focused on upgrades to Apple Watch's heart rate algorithm which were part of watchOS 5 in 2018. In upgrading from the "Heart Rate Path Optimizer" algorithm (HRPO) to the "Heart Rate Neural Network" algorithm (HRNN) AliveCor argued that the experience of using its SmartRhythm feature, available in its own watchOS app were negatively impacted.

The antitrust lawsuit was then filed by AliveCor in May 2021, saying that Apple should have continued to make Apple Watch heart rate data available from the pre-watchOS 5 algorithms as well. This had not been done because Apple found that the HRNN was more accurate.

The decision explained that "The Court simply cannot accept AliveCor's invitation to micromanage the algorithms Apple maintains on watchOS by ordering Apple to modify its Workout Mode API to reintegrate HRPO and provide third-party developer access to HRPO values,".

As reported in the December 2023 Apple Pi newsletter, the US International Trade Commission briefly barred (for several weeks) the Series 9 and Ultra 2 from being sold via Apple's online store and retail stores as the case was prepared for trial. AliveCor now maintains it will appeal the ruling.

REMINDER

Help SIG: Call Herman to get your name/problem on the list prior to our meeting so our DAPi Help people will be prepared. **You will need to bring your computer, your own power cord, mouse and keyboard.** Herman will keep a sign-up list for those asking for help at the monthly meeting so members can be helped in a prioritized way. Drop-ins are welcome. Contact Herman at 720-897-9766 or hermanalb@mac.com

Need help with iPad, iPhone? If you would like assistance with navigating and synchronizing your iPad and iPhone, bring them to the monthly meeting. Notify Herman what help you need, and we will try to get the problems resolved.

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Denver Apple Pi Membership Information

Denver Apple Pi (DAPi) is an Apple Computer Users Group, not affiliated with Apple Inc. The Seed is an independent publication not affiliated or otherwise associated with or sponsored or sanctioned by Apple Inc. The opinions, statements, positions and views stated herein are those of the author(s) or publisher and are not intended to be the opinions, statements, positions or views of Apple Inc. Articles, stories, and other items in The Seed may be copied or used by other clubs or groups as long as credit is given to Denver Apple Pi and the author of the article. On reprints, please also include the date or volume number from The Seed.

Fill in the form below or ask for an application to complete and send to the Club mailing address: DENVER APPLE Pi, 6441 Eaton St, Arvada, CO 80003. For information, call Herman Pflueger at 720-897-9766 or email hermanalb@mac.com.

Our web site is: www.denverapplepi.com

Mac and Troubleshooter Group Help SIG meets the THIRD Tuesday of the month, 7:00 to 9:00 p.m.

Seed articles should be sent to: lindasienkiewicz@gmail.com, Subject: Seed article

Denver Apple Pi Officers

President   Larry Fagan

Vice President (Mac)/(Help)   Tammy Hanson

Acting Secretary   Shelby Shrigley

Treasurer/Membership Chair   Herman Pflueger

Appointees: Web Master   Tammy Hanson

Membership Form

New members please complete the following and email to:

hermanalb@mac.com

Or mail to: Denver Apple Pi
6441 Eaton St., Arvada, CO 80003

Or you may turn in your dues and this application to any Officer at any regular meeting.

Date_____

Renewal _____   New _____   Change _____

Name _____ Nickname _____

Address _____

City/State/Zip _____

Cell _____ Home _____Email_____

Apple Computer devices/models owned:_____

_____

Applications (Apps) most used _____

Program ideas for upcoming meetings: _____

_____

Questions?   Call Herman at 720-897-9766